

After the Fall of Durad

Merchants from the capital city of Wessin arrive for the annual trade at Durad to find the dwarven outpost has been decimated by a tribe of One-Eyed led by the cyclops Smosha. Hurriedly, burial rites are given to the dead but with the sun setting and the risk of the One-Eyed returning, they must leave. Heading north, with the outpost disappearing behind them, they come across the body of a lone dwarf who had succumbed to his wounds as he tried to flee the carnage. In his hand he held a cylindrical case of hardened leather and rolled up inside was a portrait of an axedwarf who would come to be known as The Restless One, The Ghost of Durad, whose quest for vengeance would ultimately bring about the end of the dwarven race.

Alath doesn't know he is dead. In the chaos that Smosha wrought on Durad, Alath was killed but his body lay unnoticed and unburied meaning his spirit knows no peace. The only thing he knows is that all his kin are dead, his home is destroyed and Smosha and all the One-Eyed must pay. Realising that facing his enemy alone means certain death, he chooses to become a thorn, relentlessly sabotaging the One-Eyed, waiting for an opportunity to take his revenge.

The Ghost of Durad haunts Smosha and his armies. Growing increasingly infuriated, Smosha retaliates by initiating a campaign to wipe out all dwarves and rid him of the ghost forever.

Unable to find a way to bring peace to The Restless One, the dwarven race is exterminated by the One-Eyed one village at a time.

Centuries later, The Ghost of Durad still roams the world seeking revenge but now there are new kingdoms and new enemies, and his blind path must end and his spirit put to rest if any kingdoms are going to survive.

The Ghost of Durad is the storyline for a side quest within a larger fantasy RPG based game.

The artwork for this character is based on a typical dwarf from the fantasy genre - sturdy, iron loving, built like a tank, strong, unstopably stubborn and with an awe-inspiring beard.

This piece was part of developing a character and backstory for a table-top, turn based RPG that I'm creating, that centres around kingdom building and tactical warfare.

Artistically it was a major project that I worked on after studying the use of colour and light and I focused on getting the lighting to look realistic and directional. This was particularly important to consider with how light hits different shapes like the orbs of the eyes.

Early sketches and progression.

